

Timeshifted

From MTG Salvation Wiki

Timeshifted cards are a feature of the Time Spiral block. They are cards from other expansions that have been reprinted in some way in the block. However, the specific way in which the reprints are handled is different for each set.

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Timeshifted in Time Spiral

In the *Time Spiral* set, timeshifted cards make up a 121-card subset comprised entirely of pre-*Mirrodin* reprints, tying in with the set's theme of revisiting the past. Each card in the subset features the old *7th Edition* card frame and has a new purple expansion symbol to denote their unique rarity. One timeshifted card appears in every Time Spiral booster pack, making the cards roughly 50% rarer than rare cards, which also appear once per pack but comprise of only 80 cards. However, in the Time Spiral Preconstructed Decks, timeshifted cards are treated as though they had their original rarity, as each deck features several of the timeshifted cards that were originally common, including multiples of the same card.



Timeshifted in Planar Chaos

The 45 timeshifted cards in *Planar Chaos* (also known as *planeshifted*) represent cards being reprinted from an alternate reality. They are each functionally identical to an old card, with the crucial exception of their color. These changes range from being reasonable within the scope of the modern Color Pie (such as **Prodigal Pyromancer**, which even became a basic set staple), to being a radical departure from a color's ordinary abilities (such as **Mana Tithe**.) However, all of the cards make sense within their shifted color when viewed as an avenue the color *could* have pursued from the beginning of Magic, but did not. For example, Mana Tithe is radical for being a White counterspell, but in a broader sense it ties in with White's theme of regulation and taxing. To accentuate the theme of an alternate reality -- and to denote

exactly which cards were timeshifted -- the *Planar Chaos* timeshifted cards use a new card frame to give the impression that the change to the card frames in Eighth Edition had been made differently.

As *Planar Chaos*'s timeshifted cards were technically new cards rather than direct reprints, it was decided to distribute them more widely than the timeshifted cards in *Time Spiral*. Unlike *Time Spiral*, the cards are part of the main set and are divided into commons, uncommons and rares. Each *Planar Chaos* booster contains eight regular common cards, three timeshifted commons, two regular uncommon cards, one regular rare card and either a timeshifted uncommon or a timeshifted rare (a timeshifted uncommon being three times more likely than a rare due to the relative numbers of each in the set).

Timeshifted in Future Sight

See also Future Sight/Trivia.

To tie in with its future theme, the *Future Sight* set features 81 timeshifted "pre-prints", i.e. cards that have not been printed before but may appear in a future set, also known as *futureshifted*. Each of the cards features some quality that has never appeared in the game before, such as a new keyword ability (**Fleshwrither**), the application of a new keyword for an old ability (**Thornweald Archer**), or even referencing cards and card types that do not exist yet (**Goldmeadow Lookout**, **Steamflogger Boss**). Each of these unique aspects appear on only a small number of cards, indicating that they may be more properly explored in later sets.

Additionally, most of the cards in some way reference unexplored planes, hinting at potential themes and locations for upcoming sets. The cards also feature a new "futuristic" card frame to hint at potential changes to the layout of Magic cards and to denote which cards are actually timeshifted. However, it has been confirmed that the *Future Sight* frame will not become the norm for subsequent sets.

The cards are distributed haphazardly in booster packs, with each booster containing somewhere between five and ten timeshifted cards. As with *Planar Chaos*, the cards have the standard colored rarity symbols.

Pauper Deck Construction

Pauper is a **Magic** format in which all cards used must have been printed at the common rarity in a **Magic** set or product. Other than that, the usual rules for Constructed decks apply (a minimum deck size of 60 cards in the main deck, an optional 15-card sideboard, and so on). If a common version of a particular card was ever released on **Magic Online**, any versions of that card printed at other rarities are also legal in this format.

Pauper banned list: Your deck cannot contain any of the following cards:

- Cranial Plating

Peasant Magic

Peasant Magic is a [constructed](#) variant which bans all [rare cards](#) and limits [decks](#) to no more than five [uncommons](#). It was developed by Robert Baranowski.

Tribal Wars

Do you have strong inclinations toward Elves? Do you find yourself constantly building decks that feature only Goblins? Tribal Wars is a format that emphasizes creature combat and tribal themes: one-third of every deck must be of a single creature type.

Because Tribal Wars is a Constructed format, each deck must contain at least 60 cards, and players may build decks using Standard, Extended, Legacy, or Vintage [deckbuilding rules](#). The format provides players the opportunity to do battle with their favorite **Magic** creatures to see which tribe is the game's most powerful!

Creature type (Race)	Tribe name	Primary Color	Secondary Color(s)
Goblins	Boggarts	Black	Red
Elves		Green	Black
Merfolk	Merrow	Blue	White
Kithkin		White	Green
Elementals	Flamekin (in red) Greater Elementals (in all five)	Red	All other colors
Faeries	Fae	Blue	Black
Giants		Red	White
Treefolk		Green	Black and White